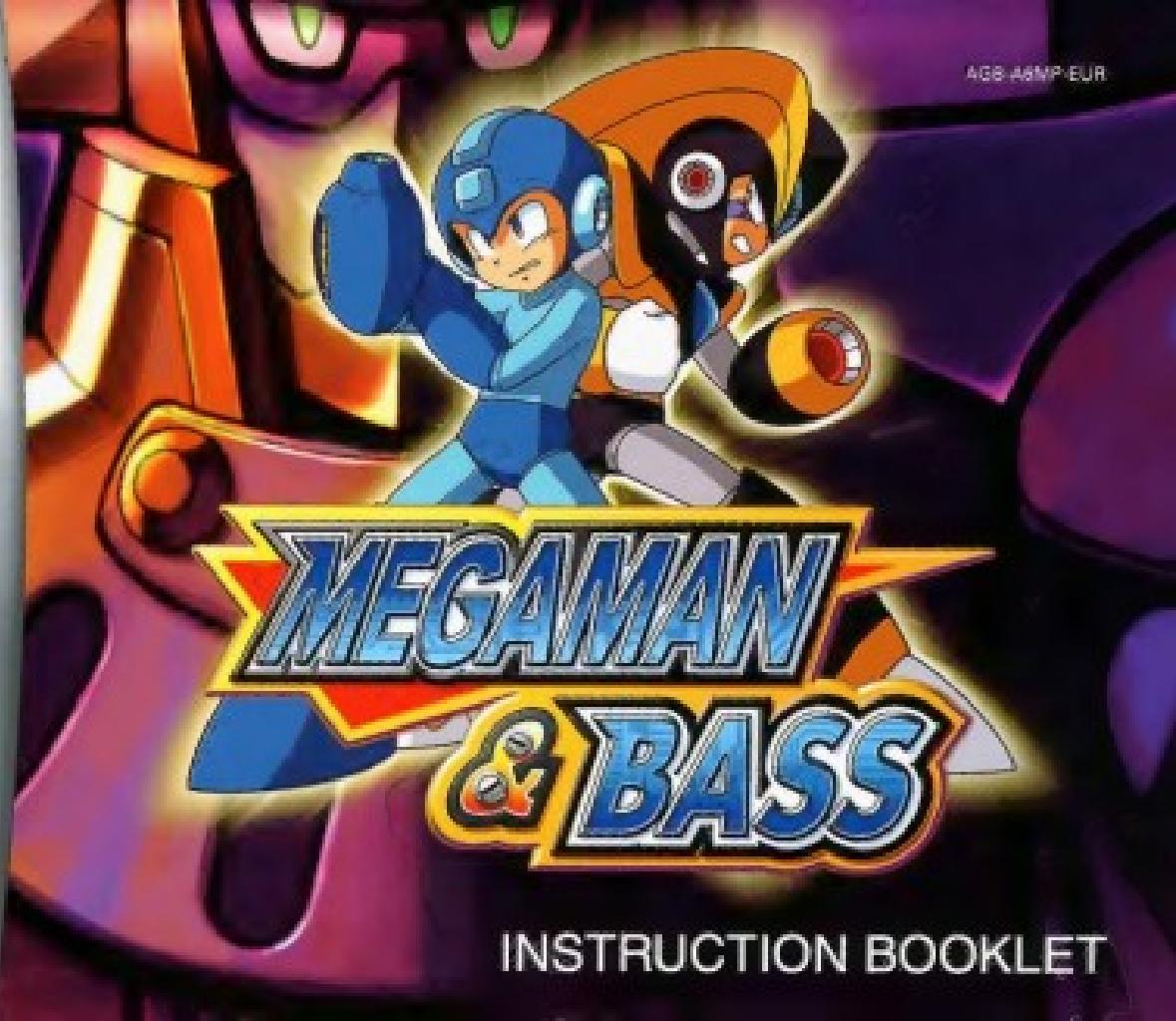


AGB-ASMP-EUR

GAME BOY ADVANCE

A vibrant, stylized illustration of the Game Boy Advance cover art for Megaman X & Bass. It features the blue robotic hero, Megaman X, in the center, surrounded by large, metallic mechanical arms and components in shades of orange, yellow, and purple. The title 'MEGAMAN' is written in a bold, blue, blocky font with a lightning bolt graphic on either side. Below it, 'X & BASS' is written in a similar blue font, with the ampersand '&' replaced by a heart symbol. The background is a dark, smoky purple.

MEGAMAN X & BASS

INSTRUCTION BOOKLET



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THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

CE SCELLEAU EST VOTRE ASSURANCE QUE NINTENDO A APPROUVE CE PRODUIT ET QU'IL EST CONFORME AUX NORMES D'EXCELLENCE EN MATIERE DE FABRICATION, DE FIASILITE ET SURTOUT, DE QUALITE. RECHERCHEZ CE SCELLEAU LORSQUE VOUS ACHETEZ DES JEUX ET DES ACCESSOIRES POUR ASSURER UNE TOTALE COMPATIBILITE AVEC VOTRE SYSTEME GAME BOY.

DIESER QUALITÄTSSEIGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILÒ SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRAS JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU GAME BOY SYSTEM.

DIT ZEGEL WAARBORGT U DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HE QUÀ CONSTRUCTIE, BETrouwbaarheid EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGË KVALITEITSEISEN VOLDOET. LET BIJ HET KOOPEN VAN SPELLEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND GAME BOY-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLEF ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

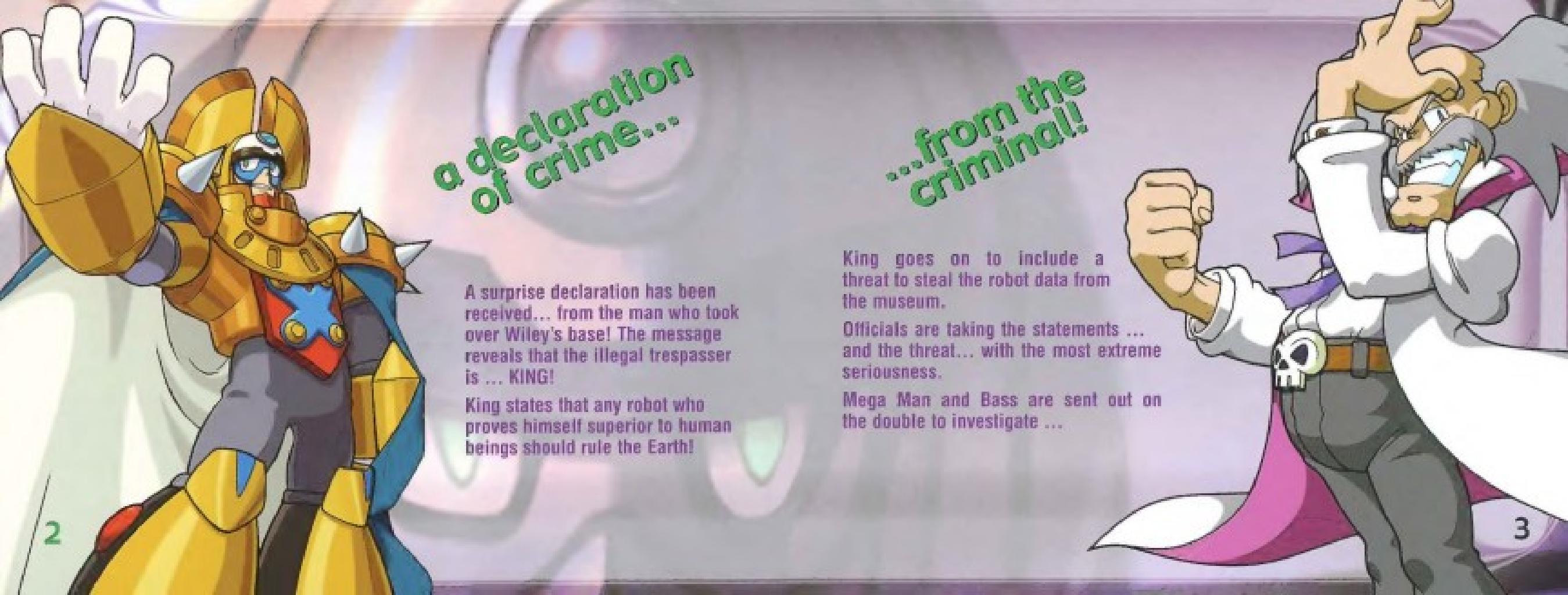
DETTE SEGGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGGL, NÅR DU KØBER SPIL OG TIBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TÄRÄ VAKUUTTAA, ETTÄ NINTENDO ON HYVÄSYNNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AJNA TÄMÄ TÄRÄ ENNEN KUN OSTAT PELEJÄ JA MUITA TARVIRKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

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a declaration
of crime...

A surprise declaration has been received... from the man who took over Wiley's base! The message reveals that the illegal trespasser is ... KING!

King states that any robot who proves himself superior to human beings should rule the Earth!

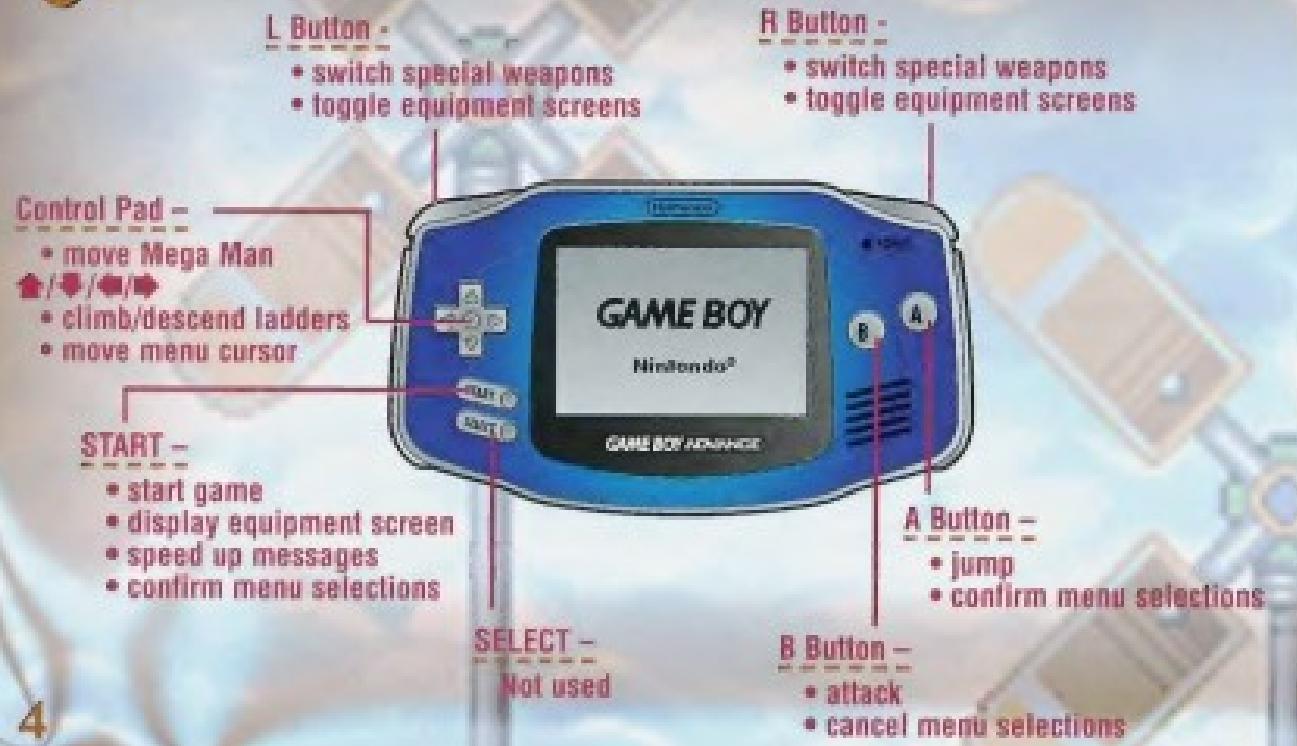
...from the
criminal!

King goes on to include a threat to steal the robot data from the museum.

Officials are taking the statements ... and the threat... with the most extreme seriousness.

Mega Man and Bass are sent out on the double to investigate ...

controls



getting started

Shortly after you turn on your Game Boy Advance™ system, the title screen appears.
To select its options:

1. Use the Control Pad to highlight the option you want.
2. Press START or the A Button to confirm.

The options are:

NEW GAME – Play a game from the beginning. Choose a character (Control Pad to highlight and START/A Button to confirm) and then the opening scene will begin.

CONTINUE – Continue a saved game.
(See page 19.)

DATA BASE – See various Mega Man images on CDs you collect while playing the game.



Stage Select

When a new game starts, you can choose the opening stage and the 3 stages connected to it. More stages unlock the longer you play and the further you advance in the game.

STAGE MARKER – Shows the locations open to Mega Man and Bass.

ROUTE – You can choose a stage attached to the path.

CHARACTER PANEL – Shows the character that will appear in that stage

STAGE PANEL – Shows a picture of the stage you selected.

LIGHT RESEARCH CENTER – Choose this when you want Lightoff to make an item for you. (See page 16).

DATA BASE – Choose this to see the images of Mega Man on the CDs you collected in the game.

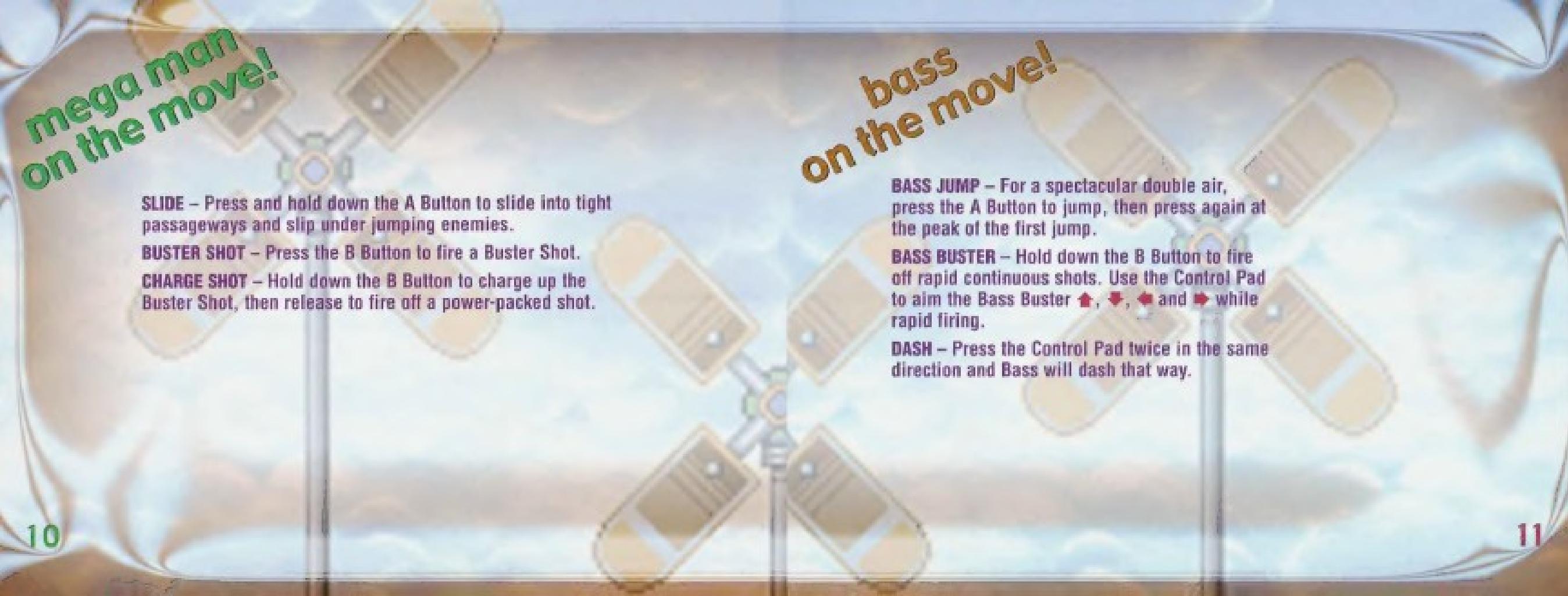
action!

LIFE ENERGY GAUGE – Shows your character's remaining energy.

WEAPON ENERGY GAUGE – Shows the remaining energy for the weapon you're using.

BOSS ENERGY GAUGE – Shows the remaining energy of the Boss you're fighting.





equipment select

Press START on the action screen to switch to the equipment selection screen.

To switch between the weapons selection screen and the item selection screen, press the Control Pad \blacktriangle or \triangledown , or move the cursor to NEXT and press the A Button.



SPECIAL WEAPONS – Move the cursor over a special weapon and press START to switch to that weapon.

NEXT – Move the cursor here and press the A Button to switch between weapons selection screen and item selection screen.

LIVES – Shows your remaining lives.

SCREWS – Shows the number of screws you have. Give these to Dr. Light to acquire a new item. (See page 16.)

CDs – The number of CDs you have collected. These contain images of Mega Man that you can view on the Data Base screen.

ITEMS – The items you have, including **USABLE ITEMS** and **EQUIPPED ITEMS**.

EXIT PARTS – This symbol is displayed when you have exit parts. Use them by pressing the A Button. (See page 17.)

TRANSCEIVER – This is displayed when you have a transceiver. Use it by pressing the A Button. (See page 17.)



items

Items appear in special places. Also, a Boss may drop an item when you defeat it. Run over items to pick them up.

LIFE ENERGY PELLETS – Restore your health according to their size, large or small.

WEAPON ENERGY PELLETS – Increase your weapon's energy according to their size, large or small.

SCREWS – Dr. Light will create different power-up parts for you based on the number of screws you collect. Small screws are worth 5, big screws are worth 15, and special screws are worth 100.

1UP – Adds an extra life to your total count, up to 9.

CD – Collect these to see exciting Mega Man images on the data base screen.

Light Research Center

Dr. Light can turn screws into powerful power-up parts. Bring him your screws and see what you can get.

First, go to the Light Research Center from the stage select screen.

Then, choose the item with the Control Pad and press the A Button.

You can also get power-up parts for Rush and Gospel, and maybe some of your other friends. See what happens!

Once you have Dr. Light create a new part for you, you cannot cancel the action or switch the part for a new item.



POWER-UP PARTS

Here are just some of the power-up parts you can get. Dr. Light can create many more, so keep collecting those screws!

ENERGY BALANCER – When you pick up a weapon energy pellet, the energy balancer automatically fills up your item that has the lowest energy.

EXIT PARTS – Select this while in a stage to exit the stage. You can only exit from stages where you have beat the boss.

SHOCK GUARD – This protects you one time from thorns and spikes that would normally destroy you.

TRANSCEIVER – Use the transceiver to communicate with Roll from the equipment selection screen. She will inform you about enemy weak points and other stage hints. Listen to her carefully! Her advice is vital to your mission.

ITEM PRESENTER – Gan Balls containing life energy pellets will appear in different parts of the stage once you have the item presenter. When you leave a stage, this item will break and disappear.

RUSH SEARCH (Mega Man only) – When you use this item, Rush appears and dives into the ground to dig up hidden items.

GOSPEL BOOST (Bass only) – When you use this item, Gospel appears, turns into a rocket booster, and attaches itself to Bass. Bass can now temporarily fly!

roll's cd collection

This stage reveals the CDs that King has stolen from Roll. The CDs store robot data. If you send a CD to the research data base, you'll be able to read it. To do that, move the cursor to your CD selection and press the A Button. Use the Control Pad to see more information about the selected CD.

King has disappeared with 100 CDs in all! How many can you find?

save continue

You can enter the save data screen any time you clear a stage or when the game is over. Here you can save your game data up to your present level.

- Saving over another file erases the previous game data.
- If you quit the game midway, then your midway data is saved. You can resume it by selecting MIDWAY DATA. Once you start a midway save game or load other data, the midway data will be erased.
- To continue a saved game, select CONTINUE from the title screen. (See page 19.)
- The CDs you gather are automatically saved. If you want to erase the CDs, go to the save screen, press and hold the SELECT + L + R Buttons, and then press START
- Save often, and always save when you clear a stage.

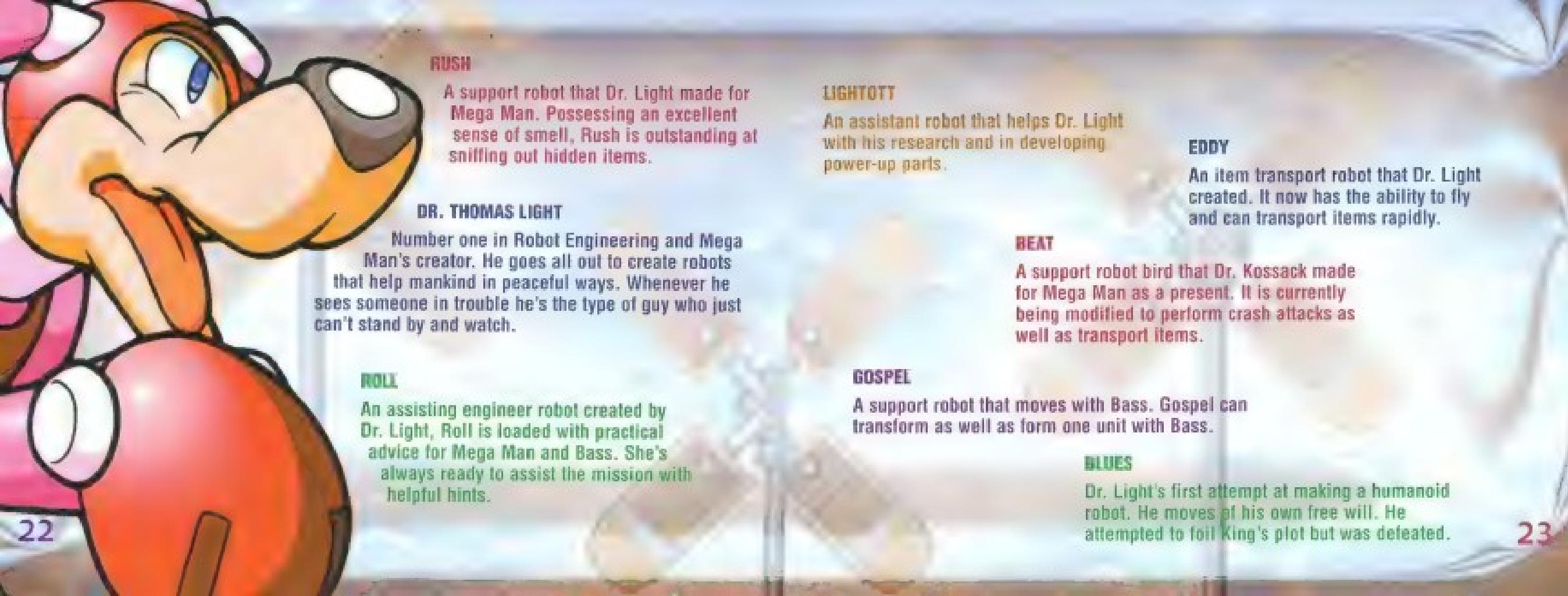


good guys mega man

This outstanding example of the robot race was developed as a kind household robot that lived a serene existence working as Dr. Light's assistant. However, in order to stop evil Dr. Wiley's plan of world conquest, this peaceful metal man requested Dr. Light to modify him into a battle robot.

bass

Bass is a "special Wiley numbered" war robot, one of a battalion created by Dr. Wiley. His life's work is to defeat Mega Man with his own hands. But, in order to defeat King, the self-proclaimed "world's strongest robot," Bass had to make peace with Mega Man... temporarily.



RUSH

A support robot that Dr. Light made for Mega Man. Possessing an excellent sense of smell, Rush is outstanding at sniffing out hidden items.

DR. THOMAS LIGHT

Number one in Robot Engineering and Mega Man's creator. He goes all out to create robots that help mankind in peaceful ways. Whenever he sees someone in trouble he's the type of guy who just can't stand by and watch.

ROLL

An assisting engineer robot created by Dr. Light, Roll is loaded with practical advice for Mega Man and Bass. She's always ready to assist the mission with helpful hints.

LIGHTOTT

An assistant robot that helps Dr. Light with his research and in developing power-up parts.

EDDY

An item transport robot that Dr. Light created. It now has the ability to fly and can transport items rapidly.

BEAT

A support robot bird that Dr. Kossack made for Mega Man as a present. It is currently being modified to perform crash attacks as well as transport items.

GOSPEL

A support robot that moves with Bass. Gospel can transform as well as form one unit with Bass.

BLUES

Dr. Light's first attempt at making a humanoid robot. He moves of his own free will. He attempted to foil King's plot but was defeated.

bad guys king

A robot that plans to take over the world and create a total robot supremacy. He stole the robot creation data from Dr. Light and Dr. Wiley and used it to generate an army of evil robots. He likes chess, but considers himself so good that no one can give him an even match.



wiley

Albert W. Wiley was Dr. Light's classmate at robot engineering school, and has become his rival in professional life. He became involved in creating evil robots in his bid for world domination. Wiley was attacked while developing a new fortress and now lives in Dr. Light's research center.

bosses

King 001 dynamo man

This robot used to guide school kids on field trips through the power plant. But when King made him create an internal power generator that emitted a massive energy force field, no one could get close to him. After that Dynamo Man began to resent everyone!

Special Weapon –
LIGHTNING BOLT

Fires off lightning,
damaging all
enemies in the
area.



King 002 cold man

King modified a sample of dinosaur DNA from a special freezer unit in Dr. Light's research center, turning it into a guardian robot. The center of this unit is always kept at absolute zero. It has the power to instantly freeze a target. Due to its low body temperature, it has a slow rate of movement.

Special Weapon –
ICE WALL

Creates an ice wall that it pushes toward the opponent or rides to move at a more rapid speed.

Kgn 003 Ground man

Developed to excavate ruins, Ground Man is the strongest robot of the King numbered series. Though always motivated to achieving his goals, he hardly ever speaks and has no feelings. He sometimes hordes treasure that he finds for his own personal collection, without telling King.

Special Attack – **SPREAD DRILL**

Every time you press the B Button, Ground Man's shot splits into tiny drills, effective against heavily armored enemies.



Kgn 004 Pirate man

Created to attack cargo vessels on the open sea, Pirate Man will use any method to achieve his goal. Recently several ships have been blown open and their cargos stolen. It is rumored that Pirate Man was behind these events. It's also rumored that his secret hideout is somewhere at the bottom of the sea.

Special Weapon – **REMOTE MINE**

A magnetic electric mine that sticks to the enemy. After firing, you can control its vertical movement with the Control Pad. After it attaches to its target, explode it by pressing the B Button.



kgn 005 burner man

Burner Man was created to destroy the environment! While developing this robot, King discovered a super high temperature gas that shot out fire. Burner Man believed King when he said, "You must burn a forest every day or your self-destruct bomb will explode."

Special Weapon – **WEED BURNER**

Shoots out a flame in a wig-wag formation that can burn down anything.

kgn 006 magic man

Formerly with the King Army Circus Group, Magic Man enlisted in King's army (he thought it would make him look cooler). He is always showing off magic card tricks to other troops, so actually he is considered something of a geek. He puts a lot of effort into researching his magic tricks, but few people think of him as a hard worker.

Special Weapon – **MAGIC CARD**

He fires cards straight to the right and straight up.

dwn 051 tengu man

An experimental robot developed to artificially generate typhoons, Tengu Man was converted by Dr. Wiley into a battle robot. He enlisted in King's army to wreak revenge on Mega Man for disgracing him in a previous fight. He has undergone modification to make him effective at both close-in and distance fighting.

Special Weapon – TENGU BLADE

His blade fires a vacuum wave toward the enemy. He can slide and dash to perform a dash slash.



dwn 058 astro man

This robot was revived using data that King stole from the museum. His main ability is to show planetarium images from a different dimension. He has been reprogrammed to attack, but the programming sometimes fails.

Special Weapon – COPY VISION

He creates a mirror image of himself, that not only attacks but also distracts the enemy.



Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [-] ends must face the proper direction).
The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries).
Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge.
When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium.
Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging.
Rechargeable batteries are only to be recharged under adult supervision.



WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING – SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



Game Boy Advance Game Pak conforms to:
Game Boy Advance Game Pak geprüft nach:
Game Boy Advance Game Pak en accord avec:
Game Boy Advance Game Pak getest volgens:
Game Boy Advance Game Pak cumple:
Game Boy Advance Game Pak è conforme a:
Game Boy Advance Game Pak uppfyller kraven enligt:
Game Boy Advance Game Pak opfylder kravene til:
Game Boy Advance Game Pak täyttää seuraavat vaatimukset:
Game Boy Advance Game Pak passer sammen med:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



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GEM EMBALLAGEN. SAILYTA PAKKAUS.
CONSERVA QUESTO INVOLUCRO.



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